

**Subject:** READ: CPI 1.5 release starts today... yup.. TODAY...

**Date:** Monday, July 24, 2017 at 1:01:29 PM Pacific Daylight Time

**From:** Ross, Katie

**To:** #DI GX GSR

**CC:** #DI GE Management and Team Leads, #DI GX Tech Writers, #DCPI GX Product Services

Hiya,

**EXCITING STUFF**, version 1.5 will have 30% released on Android **TODAY!** *BUT WHAT DOES THAT MEEEEEAN???* Some lucky Android players will be able to update **before** their iOS (and the majority of their Android) counterparts.

The full release is slated for July 27th.

**Pros:** These lucky early updaters will have access to new content and the CPI team can start to identify bugs before the entire community is affected

**Con(s):** Players can only see other players using the same version (so we can expect the contacts of "I can't see my friend/jump to them/the Island looks a lil quiet...")

If players have questions about this, they can read this handy Blog post on how updates work, it references 1.4, but is still relevant!! <https://www.clubpenguinisland.com/2017/06/app-updates-work/>

### **Ban Messaging:**

OK, so nothing to do with Content.. BUT STILL AWESOME- Players that have broken the rules will now get clearer messaging on how long the suspension is for and when it will end!! It will not tell them WHY the suspension was place, but will still hopefully cut down on our ban contacts.

**Now, for the fun stuff:** For the full run down on the Content launch, check out [this Confluence page](#)

**Blog 1.5 overview:** <https://www.clubpenguinisland.com/2017/07/club-penguin-island-1-5-update-notes/>

### **Blizzard Beach:**

From July 27th to Sept 21th, 2017 Club Penguin Island will partner with Blizzard Beach and celebrate with in world decorations, special gifts and daily challenges. Non-members will receive an emote pack when they login during this event. Members will also receive the tube + 2 clothing templates.

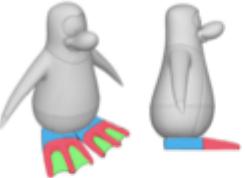
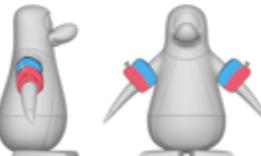
**New Blizzard Beach Emojis:**

	<b>SnowTuberPenguin</b>
	<b>SummertimePenguin</b>
	<b>Sunshine</b>

#### New Blizzard Beach Tube:

	<b>BlizzardBeachSnowFlakeTube</b>
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#### New Blizzard Beach Templates/Blueprints

	<b>blizzardBeachSwimFlippers</b>
	<b>blizzardBeachWaterWings</b>

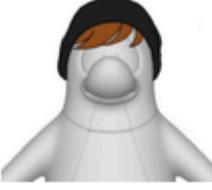
#### Disney Shop update:

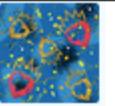
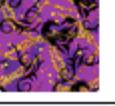
Cars 3 will be replaced by Descendants! Expect a lot of penguins performing “rotten to the core” on stage decked out with styles from the new blueprints/templates, fabrics and decals

<b>UmasOutfit</b>	<b>UmasHat</b>	<b>UmasBoots</b>	<b>UmasMakeup</b>
			

<b>MalsOutfit</b>	<b>MalsHair</b>	<b>MalsBoots</b>	<b>MalsMakeup</b>
			

	<u>fabric_descendants_evee</u>
	<u>fabric_descendants_mal</u>
	<u>fabric_descendants_uma</u>

	<u>decal_descendants_dragons</u>
	<u>decal_descendants_crownedHeart</u>
	<u>decal_descendants_skull</u>

## TWO New mini-games:

### Fish Bucket

A 4 player party game that takes place in a single location. The goal: push your luck to collect as many fish as possible but avoid the INK SQUID! As in Marble Hunt, members can launch the game, but all can participate.

#### Cost:

60 coins

#### Rewards:

1st place - 25 coins + 5Xp

2nd place - 15 coins + 4xp

3rd place - 10 coins + 3xp

4th place - 5 coins + 2xp

**Game play overview:** There is a cannon loaded with fish, each player has a bucket. One their turn, they have to option of “take” or “pass”. There are a random number of Ink Squid, if a player chooses to “take” and it is an ink squid, they will lose fish from their bucket (2-5 fish). There are a random number of Ink Squid in the cannon and the game goes until the cannon is empty.

There are prizes for First and Second place. If a player quits, their fish are taken from the equation (not added back to the cannon). If 3 of the 4 players quit, then the remaining player wins and second prize is not awarded.

### Tilt-o-tubes

A multiplayer party game that takes place in a single location. The goal: enter the arena in your tube, then jostle, jump, and dodge to be the last penguin remaining.

**Game play overview:** This is a members only game as it requires a tube. In the boardwalk there will be a special buoy with a countdown clock on it. Then that timer is up a platform DESCENDS FROM THE SKY VIA JETPACK TECHNOLOGY! The Countdown continues on the side to give time for penguins to waddle/tube onto the platform and chose the button to join the epic battle. Once the countdown is complete, the mayhem begins.. The platform begins to spin, tilt and SHRINK until either all but one player has fallen OR the platform has hit it minimum size. The game can end in 3 ways:

1. Game ends when no players remain on the platform

The single 2nd-to-last penguin to fall off gets a silver trophy above their head

The single 3rd-to-last penguin to fall off gets a bronze trophy above their head

2. Game ends when there are 2+ participating players, and only 1 remains on the platform

Celebratory particles appear above platform

The single player remaining on the platform gets a gold trophy above their head

The single 2nd-to-last penguin to fall off gets a silver trophy above their head

The single 3rd-to-last penguin to fall off gets a bronze trophy above their head

3. Game ends when platform shrinks to minimum size and 1 or more penguins are still on it

Celebratory particles appear above platform

Every remaining player on the platform gets a platinum trophy above their head

The single 2nd-to-last penguin to fall off gets a silver trophy above their head

The single 3rd-to-last penguin to fall off gets a bronze trophy above their head

**BUT WAIT.. there's more....**

**Crate Co. Event:**

You may (or may not) have noticed that there is an event that takes place at the Clock Tower on My Blizzard that helps the Island receive packages. Although it isn't a new feature, there is a goal to let more penguins know about it!

**The deets:** There is a set schedule (every 10 minutes after the hour based on server time) and targets will appear, penguins will use their mad snowball skills to try to hit the targets. Players can see progress towards the goal by seeing the beacon animate with each successive hit. When it reaches the top, the beacon turns on. When the final target is destroyed, all players in the reward zone will get a pulled back camera to see the package parachute in and land successfully. Similar to the Party Blaster, everyone in the reward area will be rewarded with coins, collectibles or xp. All of these rewards would be automatically added and players would see the HUD icon animate in and increment

If you have any questions... let me know :D

Stay Frosty!

*Katie Ross*

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